
Subject: DropGrid

Posted by [unodgs](#) on Wed, 01 Aug 2007 21:12:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

DropGrid is a "DropList" based on GridCtrl with some new capabilities:

it can have more than one column

it is resizable

it can display "row values" as a display value

it supports dynamic searching. just start typing when dropgrid has focus. All rows that contain a pattern will be highlighted. F3 moves the cursor to the next matched row.

Of course DropGrid returns one key value, which can be set in SetKeyColumn(int col).

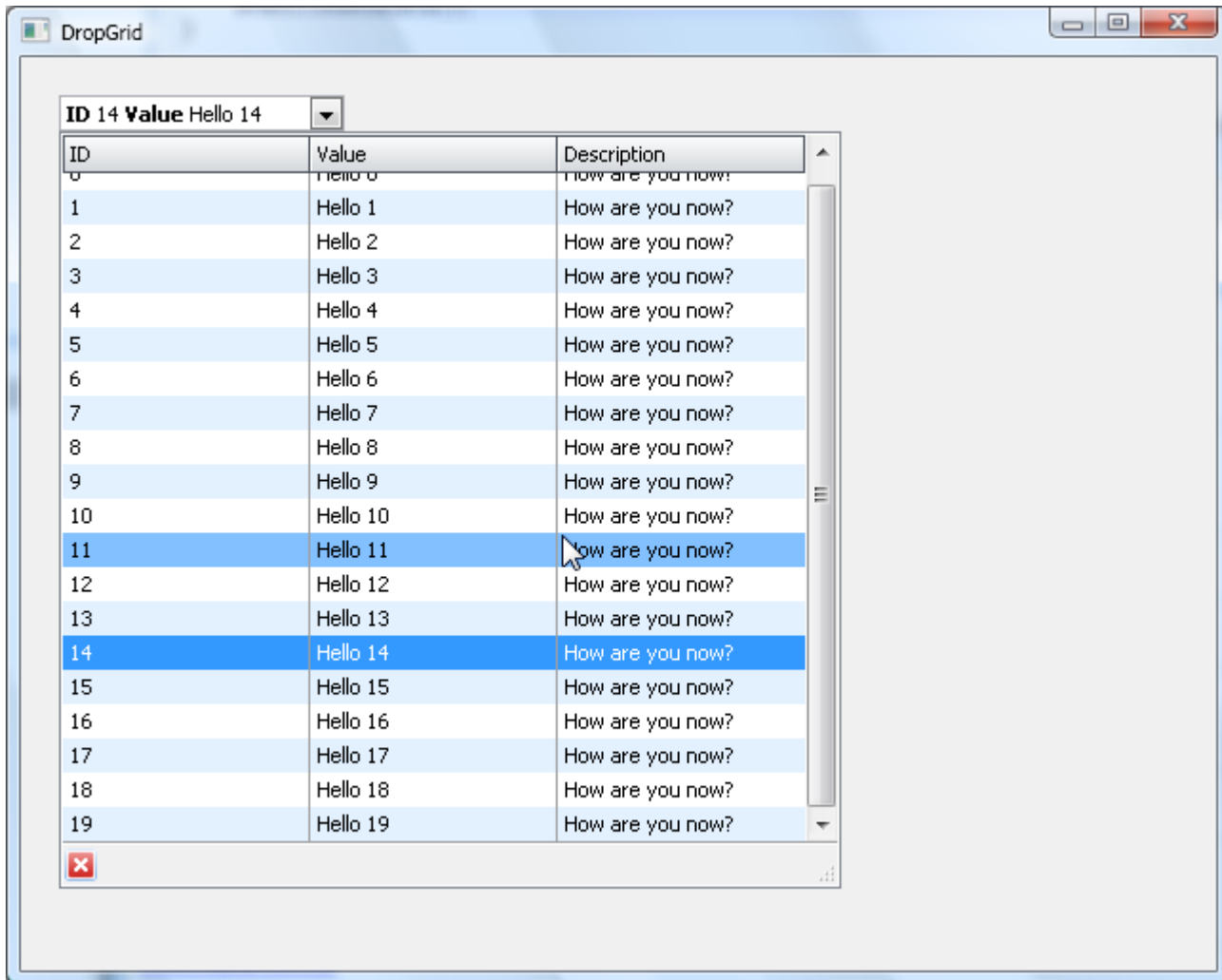
Please open main.cpp in DropGrid package to see how to use it.

I'll make a full documentation a little bit later.

DropGrid can be used for example to show complex database query result without grid/array placed on the dialog layout.

File Attachments

1) [DropGrid.png](#), downloaded 1141 times



Subject: Re: DropGrid

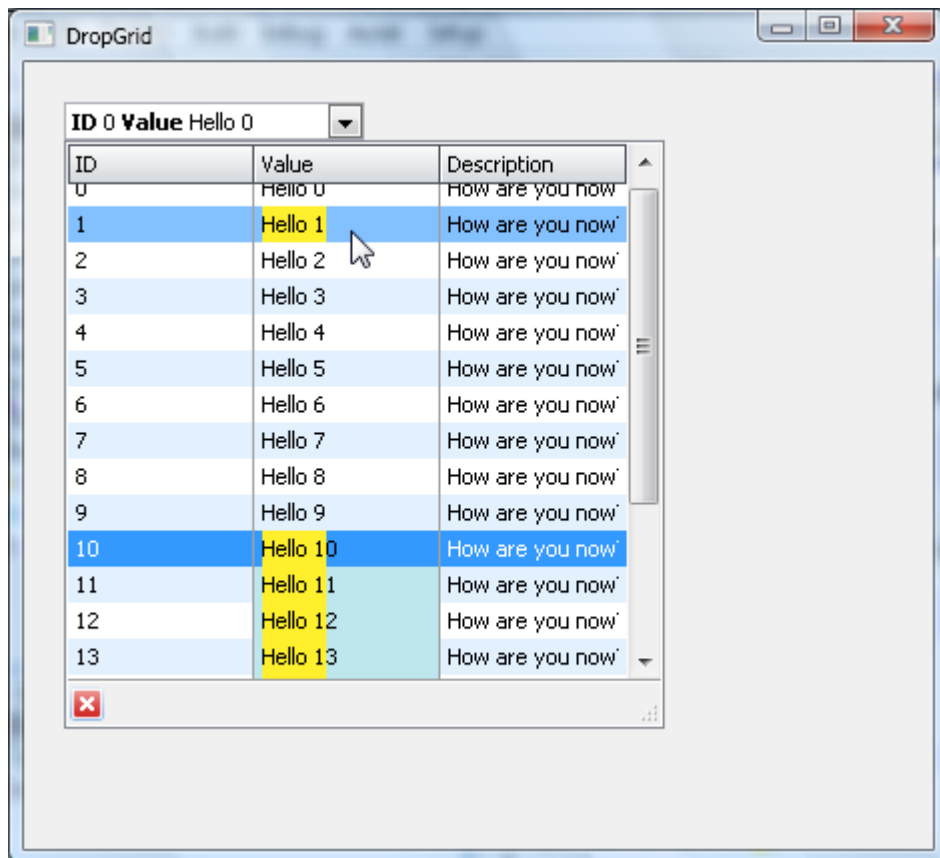
Posted by [unodgs](#) on Wed, 01 Aug 2007 21:15:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Searching:

File Attachments

1) [DropGrid2.png](#), downloaded 1133 times



Subject: Re: DropGrid

Posted by [piratalp](#) on Wed, 05 Sep 2007 17:06:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Where is it? Do I have to download development version?

Subject: Re: DropGrid

Posted by [piratalp](#) on Wed, 05 Sep 2007 17:28:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

piratalp wrote on Wed, 05 September 2007 14:06: Where is it? Do I have to download development version?

Sorry I didn't see before, it is under "uppsrc", I'll take a look, seems very cool, it only lacks a property to tell it to show ONLY found results, so there is no need for F3...

Subject: Re: DropGrid

Posted by [piratalp](#) on Wed, 05 Sep 2007 17:30:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I can't try it because get these errors when compiling:

```
-----  
BLITZ: DropGrid.cpp main.cpp  
In file included from C:/upp/out/DropGrid/MINGW.Blitz.Gui.Main/$blitz.cpp:3:  
C:/upp/uppsrc/DropGrid/DropGrid.cpp: In member function `virtual void  
Upp::DropGrid::Paint(Upp::Draw&):  
C:/upp/uppsrc/DropGrid/DropGrid.cpp:224: error: no matching function for call to  
`Upp::GridDisplay::Paint(Upp:  
:Draw&, int, int, int, int, Upp::Value, int, Upp::Color&, Upp::Color&, Upp::Font, bool, int, int)'  
C:/upp/uppsrc/GridCtrl/GridDisplay.h:86: note: candidates are: virtual void  
Upp::GridDisplay::Paint(Upp::Draw&  
, int, int, int, int, const Upp::Value&, Upp::dword, Upp::Color&, Upp::Color&, Upp::Font&, bool, int,  
int)  
  
C:/upp/uppsrc/DropGrid/DropGrid.cpp:227: error: no matching function for call to  
`Upp::GridDisplay::Paint(Upp:  
:Draw&, int, int, int, int, Upp::Value, int, Upp::Color&, Upp::Color&, Upp::Font, bool, int, int)'  
C:/upp/uppsrc/GridCtrl/GridDisplay.h:86: note: candidates are: virtual void  
Upp::GridDisplay::Paint(Upp::Draw&  
, int, int, int, int, const Upp::Value&, Upp::dword, Upp::Color&, Upp::Color&, Upp::Font&, bool, int,  
int)  
  
C:/upp/uppsrc/DropGrid/DropGrid.cpp: In member function `Upp::Value  
Upp::DropGrid::MakeLongValue(int, bool) co  
nst':  
C:/upp/uppsrc/DropGrid/DropGrid.cpp:667: error: ambiguous overload for 'operator+=' in 'v +=  
Upp::GridCtrl::Ge  
tConvertedColumn(int, Upp::Value&) const((((const Upp::Vector<int>*)((const  
Upp::DropGrid*)this)) + 156u)-  
>Upp::Vector<T>::operator[] [with T = int](i, ((Upp::Value&)(&val)))'  
C:/upp/uppsrc/Core/String.h:278: note: candidates are: const Upp::String&  
Upp::String::operator+=(char)  
C:/upp/uppsrc/Core/String.h:279: note:          const Upp::String&  
Upp::String::operator+=(const char*)  
<near match>  
C:/upp/uppsrc/Core/String.h:280: note:          const Upp::String&  
Upp::String::operator+=(const Upp::S  
tring&)  
C:/upp/uppsrc/DropGrid/DropGrid.cpp: In member function `virtual Upp::Value  
Upp::DropGrid::Format(const Upp::V  
alue&) const':  
C:/upp/uppsrc/DropGrid/DropGrid.cpp:687: error: no matching function for call to  
`Upp::DropGrid::PopUpGrid::Ge  
tConvertedColumn(const int&, Upp::Value) const'  
C:/upp/uppsrc/GridCtrl/GridCtrl.h:1282: note: candidates are: Upp::Value  
Upp::GridCtrl::GetConvertedColumn(int  
, Upp::Value&) const
```

DropGrid: 2 file(s) built in (0:05.92), 2964 msec / file, duration = 5944 msec

There were errors. (0:06.27)

Subject: Re: DropGrid
Posted by [unodgs](#) on Wed, 05 Sep 2007 20:00:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

DropGrid uses GridCtrl so just add it to your main package (next time I'll update up file to force ide to do it automatically). As for hiding not matched rows it's very easy to do. I'll add it.
